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1 [A simulation approach to the design of dynamic feedback scheduling algorithms for time-shared computer systems](#)



Madeline J. Bauer

July 1974 **ACM SIGSIM Simulation Digest**, Volume 5 Issue 4**Publisher:** ACM PressFull text available: [pdf\(721.99 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

The goal of a scheduling algorithm for a time-shared computer system is to provide acceptable request response time and resource utilization through effective resource allocation. In order to do this, it is necessary for the algorithm to be capable of adjusting itself to handle the various situations, precipitated by the set of active user requests and the computing system's status, which may occur. An effort is now underway to design the structural framework of a scheduling algorithm which will ...

2 [A simulation approach to the design of dynamic feedback scheduling algorithms for time-shared computer systems](#)

Madeline J. Bauer

June 1974 **Proceedings of the 2nd symposium on Simulation of computer systems ANSS '74****Publisher:** IEEE PressFull text available: [pdf\(697.73 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The goal of a scheduling algorithm for a time-shared computer system is to provide acceptable request response time and resource utilization through effective resource allocation. In order to do this, it is necessary for the algorithm to be capable of adjusting itself to handle the various situations, precipitated by the set of active user requests and the computing system's status, which may occur. An effort is now underway to design the structural framework of a scheduling algorithm which ...

3 [Middleware for mobility: A game theoretic approach for power aware middleware](#)

Shivajit Mohapatra, Nalini Venkatasubramanian

October 2004 **Proceedings of the 5th ACM/IFIP/USENIX international conference on Middleware Middleware '04****Publisher:** Springer-Verlag New York, Inc.Full text available: [pdf\(723.07 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

In this paper, we propose a dynamic game theoretic approach for choosing power

optimization strategies for various components(e.g. cpu, network interface etc.) of a low-power device operating in a distributed environment. Specifically, we model the energy consumption problem as a dynamic non-cooperative game theoretic problem, where the various components of the device are modelled as the players in the game that simultaneously consume a common resource (device battery power). An analysis for th ...

Keywords: game theory, power optimization, power-aware middleware

4 Dynamics of usage-priced communication networks: the case of a single bottleneck resource

Youngmi Jin, George Kesidis

October 2005 **IEEE/ACM Transactions on Networking (TON)**, Volume 13 Issue 5

Publisher: IEEE Press

Full text available:  pdf(510.38 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we study end-user dynamics of communication networks employing usage-based pricing. We propose a generic network access mechanism in which users modify their access control parameter based on the quality of service they receive in order to maximize their net benefit. For the examples of users sharing access to a bandwidth resource via a single trunk with Erlang loss dynamics and for a differentiated services (diffserv) network, we study the equilibrium/fixed points and give analyt ...

Keywords: Erlang blocking, Lyapunov function, Nash equilibria, differentiated services (diffserv), evolving TCP, internet, quality of service (QoS), stability, usage pricing

5 Efficient and flexible architectural support for dynamic monitoring



Yuan Yuan Zhou, Pin Zhou, Feng Qin, Wei Liu, Josep Torrellas

March 2005 **ACM Transactions on Architecture and Code Optimization (TACO)**, Volume 2 Issue 1

Publisher: ACM Press

Full text available:  pdf(524.21 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

Recent impressive performance improvements in computer architecture have not led to significant gains in the case of debugging. Software debugging often relies on inserting run-time software checks. In many cases, however, it is hard to find the root cause of a bug. Moreover, program execution typically slows down significantly, often by 10--100 times. To address this problem, this paper introduces the *intelligent watcher (iWatcher)*, a novel architectural scheme to monitor dynamic executio ...

Keywords: Architectural support, dynamic monitoring, software debugging, thread-level speculation (TLS)

6 Storage: QoS policies and architecture for cache/memory in CMP platforms



Ravi Iyer, Li Zhao, Fei Guo, Ramesh Illikkal, Srihari Makineni, Don Newell, Yan Solihin, Lisa Hsu, Steve Reinhardt

June 2007 **Proceedings of the 2007 ACM SIGMETRICS international conference on Measurement and modeling of computer systems SIGMETRICS '07**

Publisher: ACM Press

Full text available:  pdf(459.91 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

As we enter the era of CMP platforms with multiple threads/cores on the die, the diversity of the simultaneous workloads running on them is expected to increase. The rapid

deployment of virtualization as a means to consolidate workloads on to a single platform is a prime example of this trend. In such scenarios, the quality of service (QoS) that each individual workload gets from the platform can widely vary depending on the behavior of the simultaneously running workloads. While the number o ...

Keywords: CMP, QoS, cache/memory, performance, quality of service, resource sharing principles, service level agreements

7 An annotated bibliography of interactive program steering



Weiming Gu, Jeffrey Vetter, Karsten Schwan

September 1994 **ACM SIGPLAN Notices**, Volume 29 Issue 9

Publisher: ACM Press

Full text available: pdf(1.24 MB) Additional Information: [full citation](#), [citations](#), [index terms](#)

8 Web crawling and measurement: Monitoring the dynamic web to respond to continuous queries



Sandeep Pandey, Krithi Ramamritham, Soumen Chakrabarti

May 2003 **Proceedings of the 12th international conference on World Wide Web WWW '03**

Publisher: ACM Press

Full text available: pdf(151.32 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Continuous queries are queries for which responses given to users must be continuously updated, as the sources of interest get updated. Such queries occur, for instance, during on-line decision making, e.g., traffic flow control, weather monitoring, etc. The problem of keeping the responses current reduces to the problem of deciding how often to visit a source to determine if and how it has been modified, in order to update earlier responses accordingly. On the surface, this seems to be similar ...

Keywords: allocation policies, continuous queries

9 Managing jobs with an interpreted language for dynamic adaptation



Anolan Milanés, Noemi Rodriguez, Bruno Schulze

November 2005 **Proceedings of the 3rd international workshop on Middleware for grid computing MGC '05**

Publisher: ACM Press

Full text available: pdf(309.72 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we explore the advantages of using interpreted languages for building submitting engines for the grid. In particular, we discuss an example engine, developed using ALua, for submitting jobs in a cluster, which can be extended to a grid environment. We claim that the flexibility offered by interpreted languages justifies the problems related to the intrinsic loss of efficiency associated with this kind of languages. The focus of this work is on adaptation and ease of use.


Keywords: adaptation, grid computing, interpreted languages, job management

10 Requirements and the concept of cooperative system management

Bharat Bhushan, Ahmed Patel

May 1998 **International Journal of Network Management**, Volume 8 Issue 3

Publisher: John Wiley & Sons, Inc.

Full text available:  [pdf\(167.03 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Cooperation among various types of management functions is necessary to allow management functions to interwork in providing and using information and services for systems management. To understand these tasks from the point of view of cooperative working, this article discusses the requirements and presents the concept of cooperative system management. © 1998 John Wiley & Sons, Ltd.

11 Security & authentication: The case for cyber foraging

 Rajesh Balan, Jason Flinn, M. Satyanarayanan, Shafeeq Sinnamohideen, Hen-I Yang
July 2002 **Proceedings of the 10th workshop on ACM SIGOPS European workshop: beyond the PC EW10**

Publisher: ACM Press


Full text available:  [pdf\(289.93 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

In this paper, we propose cyber foraging: a mechanism to augment the computational and storage capabilities of mobile devices. Cyber foraging uses opportunistically discovered servers in the environment to improve the performance of interactive applications and distributed file systems on mobile clients. We show how the performance of distributed file systems can be improved by staging data at these servers even though the servers are not trusted. We also show how the performance of interactive ...

12 Cellular disco: resource management using virtual clusters on shared-memory multiprocessors

 Kinshuk Govil, Dan Teodosiu, Yongqiang Huang, Mendel Rosenblum
August 2000 **ACM Transactions on Computer Systems (TOCS)**, Volume 18 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(287.05 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)


Despite the fact that large-scale shared-memory multiprocessors have been commercially available for several years, system software that fully utilizes all their features is still not available, mostly due to the complexity and cost of making the required changes to the operating system. A recently proposed approach, called Disco, substantially reduces this development cost by using a virtual machine monitor that leverages the existing operating system technology. In this paper we present a ...

Keywords: fault containment, resource management, scalable multiprocessors, virtual machines

13 Hierarchical model-based autonomic control of software systems

 Marin Litoiu, Murray Woodside, Tao Zheng
May 2005 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 2005 workshop on Design and evolution of autonomic application software DEAS '05**, Volume 30 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(393.76 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Various control algorithms are used in autonomic control to maintain Quality of Service (QoS) and Service Level Agreements (SLAs). Controllers are all based to some extent on models of the relationship between resources, QoS measures, and the workload imposed by the environment. This work discusses the range of algorithms with an emphasis on richer and more powerful models to describe non-linear performance relationships, and strong interactions among the system resources. A hierarchical framework ...

Keywords: autonomic computing, performance models, self-management

14 Pricing network resources for adaptive applications

Xin Wang, Henning Schulzrinne

June 2006 **IEEE/ACM Transactions on Networking (TON)**, Volume 14 Issue 3

Publisher: IEEE Press

Full text available:  [pdf\(685.08 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The Differentiated Services framework (DiffServ) has been proposed to provide multiple Quality of Service (QoS) classes over IP networks. A network supporting multiple classes of service also requires a differentiated pricing structure. In this work, we propose a pricing algorithm in a DiffServ environment based on the cost of providing different levels of services, and on long-term average user resource demand of a service class. We integrate the proposed service-dependent pricing scheme with a ...

Keywords: adaptation, congestion control, differentiated service, incentive, multimedia, pricing, resource allocation

15 Skoll: Distributed Continuous Quality Assurance

A. Memon, A. Porter, C. Yilmaz, A. Nagarajan, D. Schmidt, B. Natarajan

May 2004 **Proceedings of the 26th International Conference on Software Engineering ICSE '04**

Publisher: IEEE Computer Society

Full text available:  [pdf\(276.23 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)


Quality assurance (QA) tasks, such as testing, profiling, and performance evaluation, have historically been done in-house on developer-generated workloads and regression suites. Since this approach is inadequate for many systems, tools and processes are being developed to improve software quality by increasing user participation in the QA process. A limitation of these approaches is that they focus on isolated mechanisms, not on the coordination and control policies and tools needed to make the global ...

16 Cellular Disco: resource management using virtual clusters on shared-memory multiprocessors

Kinshuk Govil, Dan Teodosiu, Yongqiang Huang, Mendel Rosenblum

December 1999 **ACM SIGOPS Operating Systems Review , Proceedings of the seventeenth ACM symposium on Operating systems principles SOSP '99**, Volume 33 Issue 5

Publisher: ACM Press

Full text available:  [pdf\(1.93 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Despite the fact that large-scale shared-memory multiprocessors have been commercially available for several years, system software that fully utilizes all their features is still not available, mostly due to the complexity and cost of making the required changes to the operating system. A recently proposed approach, called Disco, substantially reduces this development cost by using a virtual machine monitor that leverages the existing operating system technology. In this paper we present a syste ...

17 Evaluating adaptive resource management for distributed real-time embedded systems

Nishanth Shankaran, Xenofon Koutsoukos, Douglas C. Schmidt, Aniruddha Gokhale

November 2005 **Proceedings of the 4th workshop on Reflective and adaptive**

middleware systems ARM '05**Publisher:** ACM PressFull text available:  pdf(966.92 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


A challenging problem faced by researchers and developers of distributed real-time and embedded (DRE) systems is devising and implementing effective adaptive resource management strategies that can meet end-to-end quality of service (QoS) requirements in varying operational conditions. This paper presents two contributions to research in adaptive resource management for DRE systems. First, we describe the structure and functionality of the Hybrid Adaptive Resource management Middleware (HyARM), ...

Keywords: distributed real-time embedded systems, hybrid systems, quality of service

18 [Operating system principles](#)

Per Brinch Hansen

January 1973 Book

Publisher: Prentice-Hall, Inc.Full text available:  pdf(16.81 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)**From the Preface****MAIN GOAL**

This book tries to give students of computer science and professional programmers a general understanding of *operating systems*--the programs that enable people to share computers efficiently.

To make the sharing of a computer tolerable, an operating system must enforce certain rules of behavior on all its users. One would therefore expect the designers of operating systems to do their utmost to make them as s ...

19 [Access control mechanisms for inter-organizational workflow](#)

Myong H. Kang, Joon S. Park, Judith N. Froscher

May 2001 **Proceedings of the sixth ACM symposium on Access control models and technologies SACMAT '01****Publisher:** ACM PressFull text available:  pdf(253.16 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

As more businesses engage in globalization, inter-organizational collaborative computing grows in importance. Since we cannot expect homogeneous computing environments in participating organizations, heterogeneity and Internet-based technology are prevalent in inter-organizational collaborative computing environments. One technology that provides solutions for data sharing and work coordination at the global level is inter-organizational workflow. In this paper, we investigate the access co ...

Keywords: access control, enterprise, organizational security, security, workflow

20 [Monitoring system activity for OS-directed dynamic power management](#)

Luca Benini, Alessandro Bogliolo, Stefano Cavallucci, Bruno Riccó

August 1998 **Proceedings of the 1998 international symposium on Low power electronics and design ISLPED '98****Publisher:** ACM Press

Additional Information:

Full text available:  [pdf\(861.92 KB\)](#)

[full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Most work to date on power reduction has focused at the component level, not at the system level. In this paper, we propose a framework for describing the power behavior of system-level designs. The model consists of a set of resources, an environmental workload specification, and a power management policy, which serves as the heart of the system model. We map this model to a simulation-based framework to obtain an estimate of the system's power dissipation. Accompanying th ...

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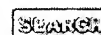
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1 [Client-server computing in mobile environments](#)



Jin Jing, Abdelsalam Sumi Helal, Ahmed Elmagarmid

June 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 2

Publisher: ACM Press

Full text available: [pdf\(233.31 KB\)](#)
 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Recent advances in wireless data networking and portable information appliances have engendered a new paradigm of computing, called mobile computing, in which users carrying portable devices have access to data and information services regardless of their physical location or movement behavior. In the meantime, research addressing information access in mobile environments has proliferated. In this survey, we provide a concrete framework and categorization of the various way ...

Keywords: application adaptation, cache invalidation, caching, client/server, data dissemination, disconnected operation, mobile applications, mobile client/server, mobile computing, mobile data, mobility awareness, survey, system application

2 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research CASCOS '97**

Publisher: IBM Press

Full text available: [pdf\(4.21 MB\)](#)
 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

3 [Operating system principles](#)

Per Brinch Hansen

January 1973 Book

Publisher: Prentice-Hall, Inc.


Full text available:  [pdf\(16.81 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

From the Preface

MAIN GOAL

This book tries to give students of computer science and professional programmers a general understanding of *operating systems*--the programs that enable people to share computers efficiently.

To make the sharing of a computer tolerable, an operating system must enforce certain rules of behavior on all its users. One would therefore expect the designers of operating systems to do their utmost to make them as s ...

- 4  [Frontmatter \(TOC, Letters, Election results, Software Reliability Resources!, Computing Curricula 2004 and the Software Engineering Volume SE2004, Software Reuse Research, ICSE 2005 Forward\)](#)

July 2005 **ACM SIGSOFT Software Engineering Notes**, Volume 30 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(6.19 MB\)](#) Additional Information: [full citation](#), [index terms](#)

- 5 [Essays in computing science](#)

C. A. R. Hoare
January 1989 Book

Publisher: Prentice-Hall, Inc.

Full text available:  [pdf\(20.91 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [review](#)

Charles Antony Richard Hoare is one of the most productive and prolific computer scientists. This volume contains a selection of his published papers. There is a need, as in a Shakespearian Chorus, to offer some apology for what the book manifestly fails to achieve. It is not a complete 'collected works'. Selection between papers of this quality is not easy and, given the book's already considerable size, some difficult decisions as to what to omit have had to be made. Pity the editor weighin ...

- 6 [Classics in software engineering](#)

January 1979 Divisible Book

Publisher: Yourdon Press

Additional Information: [full citation](#), [cited by](#), [index terms](#)

- 7 [Special issue: AI in engineering](#)

 D. Sriram, R. Joobbani
April 1985 **ACM SIGART Bulletin**, Issue 92

Publisher: ACM Press

Full text available:  [pdf\(8.79 MB\)](#) Additional Information: [full citation](#), [abstract](#)

The papers in this special issue were compiled from responses to the announcement in the July 1984 issue of the SIGART newsletter and notices posted over the ARPAnet. The interest being shown in this area is reflected in the sixty papers received from over six countries. About half the papers were received over the computer network.

A structural view of the Cedar programming environment

Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach, Robert B. Hagmann

August 1986 **ACM Transactions on Programming Languages and Systems (TOPLAS)**,

Volume 8 Issue 4

Publisher: ACM PressFull text available: [pdf\(6.32 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents an overview of the Cedar programming environment, focusing on its overall structure—that is, the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language, also called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and the development of prototype software systems for a high-performance personal computer. T ...

9 The multics system: an examination of its structure

Elliott I. Organick

January 1972 Book

Publisher: MIT PressAdditional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

This volume provides an overview of the Multics system developed at M.I.T.--a time-shared, general purpose utility like system with third-generation software. The advantage that this new system has over its predecessors lies in its expanded capacity to manipulate and file information on several levels and to police and control access to data in its various files. On the invitation of M.I.T.'s Project MAC, Elliott Organick developed over a period of years an explanation of the workings, concep ...

10 Effective Adaptive Computing Environment Management via Dynamic Optimization

Shiwen Hu, Madhavi Valluri, Lizy Kurian John

March 2005 **Proceedings of the international symposium on Code generation and optimization CGO '05****Publisher:** IEEE Computer SocietyFull text available: [pdf\(177.11 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

To minimize the surging power consumption of microprocessors, adaptive computing environments (ACEs) where microarchitectural resources can be dynamically tuned to match a program's runtime requirement and characteristics are becoming increasingly common. Adaptive computing environments usually have multiple configurable hardware units, necessitating exploration of a large number of combinatorial configurations in order to identify the most energy-efficient configuration. In this paper, we propo ...

11 Web services: composition, integration and interoperability: Adaptive resource sharing in a web services environment

Vijay K. Naik, Swaminathan Sivasubramanian, Sriram Krishnan

October 2004 **Proceedings of the 5th ACM/IFIP/USENIX international conference on Middleware Middleware '04****Publisher:** Springer-Verlag New York, Inc.Full text available: [pdf\(266.25 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

One effect of the push towards business process automation and IT consolidation is that low-level resources from multiple administrative domains are shared among multiple workloads and the middleware is called upon to bring about the integration while masking the details of sharing such resources. Web services and grid based technologies hold promise for developing such middleware. However, existing solutions do not extend well when resources to be shared belong to multiple administrative domain ...

12 High dynamic range imaging



Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(20.22 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

13 Application servers, enterprise computing, and software engineering: Extending a J2EE™ server with dynamic and flexible resource management

Mick Jordan, Grzegorz Czajkowski, Kirill Kouklinski, Glenn Skinner
October 2004 **Proceedings of the 5th ACM/IFIP/USENIX international conference on Middleware Middleware '04**

Publisher: Springer-Verlag New York, Inc.

Full text available: [pdf\(407.32 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

The Java™ 2 Platform, Enterprise Edition (J2EE™) is the standard platform for hosting enterprise applications written in the Java programming language. A single J2EE server can support multiple applications much like a traditional operating system, but performance levels can be difficult to control, due to the absence of resource management facilities in the Java platform. The Resource Management (RM) interface addresses this problem by providing a flexible and extensible framework f ...

14 Monitoring, security, and dynamic configuration with the dynamicTAO reflective ORB

Fabio Kon, Manuel Román, Ping Liu, Jina Mao, Tomonori Yamane, Claudio Magalhã, Roy H. Campbell

April 2000 **IFIP/ACM International Conference on Distributed systems platforms Middleware '00**

Publisher: Springer-Verlag New York, Inc.

Full text available: [pdf\(482.36 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Conventional middleware systems fail to address important issues related to dynamism. Modern computer systems have to deal not only with heterogeneity in the underlying hardware and software platforms but also with highly dynamic environments. Mobile and distributed applications are greatly affected by dynamic changes of the environment characteristic such as security constraints and resource availability. Existing middleware is not prepared to react to these changes. In many cases, applicati ...

15 GPGPU: general purpose computation on graphics hardware



David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(63.03 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

16 Smalltalk-80: the language and its implementation

Adele Goldberg, David Robson
January 1983 Book


Publisher: Addison-Wesley Longman Publishing Co., Inc.

Full text available:  pdf(33.56 MB) Additional Information: [full citation](#), [abstract](#), [cited by](#), [index terms](#), [review](#)

From the Preface (See Front Matter for full Preface)

Advances in the design and production of computer hardware have brought many more people into direct contact with computers. Similar advances in the design and production of computer software are required in order that this increased contact be as rewarding as possible. The Smalltalk-80 system is a result of a decade of research into creating computer software that is appropriate for producing highly functional and interactive ...

17 System support for pervasive applications

 Robert Grimm, Janet Davis, Eric Lemar, Adam Macbeth, Steven Swanson, Thomas Anderson, Brian Bershad, Gaetano Borriello, Steven Gribble, David Wetherall
November 2004 **ACM Transactions on Computer Systems (TOCS)**, Volume 22 Issue 4

Publisher: ACM Press

Full text available:  pdf(1.82 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Pervasive computing provides an attractive vision for the future of computing. Computational power will be available everywhere. Mobile and stationary devices will dynamically connect and coordinate to seamlessly help people in accomplishing their tasks. For this vision to become a reality, developers must build applications that constantly adapt to a highly dynamic computing environment. To make the developers' task feasible, we present a system architecture for pervasive computing, called & ...

Keywords: Asynchronous events, checkpointing, discovery, logic/operation pattern, migration, one.world, pervasive computing, structured I/O, tuples, ubiquitous computing

18 Tools to enable large scale analyses: Challenges in executing large parameter sweep studies across widely distributed computing environments

 Edward Walker, Chona Guiang
June 2007 **Proceedings of the 5th IEEE workshop on Challenges of large applications in distributed environments CLADE '07**

Publisher: ACM Press

Full text available:  pdf(675.14 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Large parameter sweep studies are common in a broad range of scientific disciplines. However, many challenges exist in supporting this type of computation in a widely distributed computing environment. These challenges exist because contributing sites in a federated distributed computing environment usually expose only a very narrow resource-sharing interface. This paper looks at the challenges encountered by parameter sweep studies using two concrete application examples. The paper also show ...

Keywords: cluster computing, resource management, workflow

19 Selected writings on computing: a personal perspective

Edsger W. Dijkstra
January 1982 Book

Publisher: Springer-Verlag New York, Inc.

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Since the summer of 1973, when I became a Burroughs Research Fellow, my life has been very different from what it had been before. The daily routine changed: instead of going to the University each day, where I used to spend most of my time in the company of others, I now went there only one day a week and was most of the time that is, when not travelling!-- alone in my study. In my solitude, mail and the written word in general became more and more important. The circumstance that my employe ...

20 Managing jobs with an interpreted language for dynamic adaptation



Anolan Milanés, Noemi Rodriguez, Bruno Schulze

November 2005: **Proceedings of the 3rd international workshop on Middleware for grid computing MGC '05**

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In this paper we explore the advantages of using interpreted languages for building submitting engines for the grid. In particular, we discuss an example engine, developed using ALua, for submitting jobs in a cluster, which can be extended to a grid environment. We claim that the flexibility offered by interpreted languages justifies the problems related to the intrinsic loss of efficiency associated with this kind of languages. The focus of this work is on adaptation and ease of use.

Keywords: adaptation, grid computing, interpreted languages, job management

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IET JNL IET Journal or Magazine

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